

3. Black Hawk Down

No image

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|----------------------|---------------------------------|---------|-------------------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun, Rifle | Rounds | 22 |
| Targets | 9 paper, | Total | 9 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | As per COF briefing | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

4. Scrap yard - CPT DMG

No image

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|----------------------|---|---------|---------------------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun, Shotgun | Rounds | 12 |
| Targets | 1 popper, 4 plates, 7 frangible, 1 no-shoot | Total | 12 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | As per briefing | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

5. Tyre yard CPT DMG modified

No image

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|----------------------|--|---------|---------------------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun, Shotgun | Rounds | 15 |
| Targets | 4 paper, 5 plates, 2 frangible, 2 no-shoot | Total | 11 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | As per briefing | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

6. SADPA POSTAL V-Drill Modified

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun | Rounds | 18 |
| Targets | 5 paper, | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Rifle loaded in "Patrol Ready" condition | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

7. Speed CPT DMG

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Limited Vickers Count | Firearm | Shotgun | Rounds | 6 |
| Targets | 6 popper, | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

8. Accuracy is final CPT DMG

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|----------------------------|---------------------------------|---------|-------------------|---------|----|
| Scoring | Limited Vickers Count | Firearm | Handgun, Rifle | Rounds | 24 |
| Targets | 8 paper, | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

9. Alley Hell CPT DMG

No image

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|----------------------------|---------------------------------|---------|-------------------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun, Rifle | Rounds | 16 |
| Targets | 8 paper, 2 no-shoot | Total | 8 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

11. Hold the phone

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|----------------------|---------------------------------|---------|-----------|---------|---|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 5 |
| Targets | 2 paper, 1 frangible, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |